



MicroProse Software

HELLCAT ACE

by Sid Meier
for MicroProse Software

GAME OVERVIEW

HELLCAT ACE is game which challenges your nerve, flying skill, and knowledge of air to air combat tactics. You fly your World War II plane against a computer controlled airplane(s) in one of fourteen different scenarios. Your goal is to complete five missions and become an ACE !

REQUIRED ACCESSORIES

40K RAM/ATARI 810 Disk Drive
or 32K RAM/ATARI 410 Program Recorder
ATARI BASIC Language Cartridge
Two ATARI Joystick Controllers

LOADING THE GAME

DISK: Turn on your disk drive and insert the game diskette. Place the ATARI BASIC language cartridge in the computer. Power up your computer and turn on your video screen. The game will load and begin automatically after about one minute. Leave the game disk in the disk drive until the first game has been played.

TAPE: Insert cassette in the Program Recorder, depress ~~PLAY~~ and ~~RECORD~~. Type CLOAD and press Return twice. After 2-3 minutes the computer will display "READY". Now type RUN and press Return. Additional data will be read from tape and the game will begin after about 4 minutes.

GAME OPTIONS

The first screen allows you to indicate the number of players and to select the desired game scenario. This screen displays the game title followed by a list of the scenarios available. See the "SCENARIOS" section for a description of each scenario. Scenario 1 is recommended for beginners. Press the SELECT key until the desired number of players appears at the bottom of the screen. Up to four players may play. Then type the number corresponding to the scenario with which you wish to start, it is not necessary to press RETURN.

The next screen summarizes your mission in this scenario, indicates the scores and victories accumulated so far (if any), and allows you to select the difficulty level and number of opposing aircraft (1 or 2). Difficulty level 0 is the easiest, Level 3 is the most difficult. Use the OPTION key to make the difficulty selection and the SELECT key to select the number of planes. To skip this scenario, press OPTION and SELECT together. In multi-player games the player whose turn is next is indicated on the "YOUR MISSION" line.

Press START when you are ready to begin. In about five seconds the game will commence. There will be a brief delay at the beginning of the first game round as the disk is verified. After this is completed you may remove the game disk. To PAUSE the game press the space bar once. When you are ready to resume, press the space bar again.

THE GAME DISPLAY

Your instrument panel at the bottom of the screen provides you with the following information:

MIRROR: If your opponent is behind you he will generally appear in your rear-view mirror. This indicates where and how far away he is. The mirror is of little use in the night scenarios.

SPEED: Your current speed in knots per hour. If your speed drops below 120 knots you will stall and controlling the plane will be difficult.

ALTITUDE: Your current altitude in feet. Allowing your altitude to fall below zero will result in the immediate termination of your mission.

COURSE: The direction in which your plane is flying, expressed in degrees. Zero degrees is due North.

AMMO: The number of bursts of ammunition remaining in your guns.

POWER: Your current throttle setting (0 to 20). Twenty is maximum power.

The upper portion of the screen shows the view out of your windscreen. The object in the center of the screen is your gunsight. The sky and sea are light and dark blue respectively. The orientation of the horizon indicates your current attitude. If the horizon is below your sight you are climbing. If the horizon is above your sight you are diving. If the horizon is tilted to the right you are banked to the left. If the horizon is tilted to the left you are banked to the right. Your opponent's plane(s) will be visible if he is in front of you.

FLYING YOUR AIRPLANE

In order to skillfully fly your plane you must learn to turn, climb, and dive. As you become more proficient you will find yourself doing loops, rolls, and split-S maneuvers.

To cause your plane to turn you must bank (tilt) your plane. Bank is controlled by pressing the first joystick to one side or the other. The steeper your plane is banked, the more rapid the turn will be. The most rapid turn occurs when the horizon appears to be vertical. Banking further puts you into an inverted flight attitude and reduces the turn rate.

To cause your plane to climb, pull back on the stick. This pulls the nose of your plane up. Your speed will generally decrease when climbing. If you have enough speed you can loop or half-loop the plane by pulling back until the horizon appears again.

To dive push the stick forward. Your speed will increase when diving. If your plane is steeply banked, it is much less responsive to the elevator: climbing and diving are more difficult. This situation often results in a snap roll or spin. During a spin your plane will gyrate uncontrollably.

To fire your guns, press the trigger on joystick one. You will see your tracers

through the forward windscreen. Your opponent's plane will flash red if your bullets hit. Your guns fire straight ahead, note the effect of turning or changes attitude on the path of the bullets. Your ammunition is limited, close range shots are recommended. Try to lead your opponent's plane if he is not flying directly towards or away from you. Line up your next shot immediately, don't wait!

Joystick two controls your throttle. Pressing it forward increases power, pulling it back decreases power. Press the trigger on joystick two if you wish to attempt to bail out. Do not bail out at high speeds or low altitudes.

COMBAT TACTICS

Always keep in mind that this game takes place in a three dimensional airspace. Try to visualise where your opponent is relative to your plane and what manoeuvre you are executing. Note also in what direction your opponent is flying. Try to get behind him or cause him to fly into your sights.

The scenarios fall into two general categories: those in which your mission is to shoot down your opponent, and those in which your mission requires you to avoid being shot down yourself.

The former require aggressive flying. Try to keep your opponent in front of you. If he gets behind you, try an Immelmann or split S (a half-roll followed by a half-loop). Turning contests are sometimes successful against enemy bombers but it is usually hard to get a clean shot against a nimble Zero fighter.

If the scenario calls for you to avoid being shot down you are generally flying a less maneuverable bomber. It will be difficult to keep your opponent in front of you. Keep your eye on the rear-view mirror. If he is close and closing, take evasive action immediately. A tight turn or deliberate stall are two possibilities.

Your opponent's plane also fires straight ahead, so you are in danger when you see him heading towards you. The screen will flash red when you are hit. If your power drops to zero you have been severely damaged. Try to ditch or bail out.

THE SCENARIOS

FLYING TIGER August 13, 1940

You are flying a P40 Tomahawk fighter with Colonel Claire Chennault's American Volunteer Group (Flying Tigers), contesting the Japanese invasion of China in early WWII. Ahead of you flies a Japanese medium bomber returning from a bombing mission. Your guns are loaded and primed. Shoot him down.

PEARL HARBOR December 7, 1941

You are flying a Brewster Buffalo fighter on single patrol over the main Pacific fleet anchorage at Pearl Harbor, Hawaii. Suddenly you spot a Japanese Floatplane circling Pearl at 10,000 feet reporting vital information to the approaching attack wave. If you don't shoot him down and disrupt the attack you will be overwhelmed when it arrives.

WAKE ISLAND December 11, 1941

You are flying an F4F WildCat fighter. Offshore a Japanese invasion force is approaching the beach. You notice a Zero fighter dropping down for a strafing run against the Marine defenders.

CORAL SEA

May 8, 1942

The first carrier battle of the war. You are flying a WildCat fighter on combat air patrol over the fleet. You drop down to intercept a bomber beginning a low altitude torpedo run on the carrier YORKTOWN. If he sinks the carrier you will have nowhere to land.

MIDWAY June 4, 1942

The decisive sea battle of the war. US dive bombers sank four Japanese carriers. You are leading a squadron of SBD Dauntless bombers North to the Japanese fleet. Fly North and maintain your altitude while avoiding the Japanese defenders.

GUADALCANAL September 3, 1942

A Japanese Army fighter makes a surprise early morning strafing run on the Marine airstrip. Two planes are blazing, but your fighter is intact. You run to your WildCat and roar off the runway as he banks for another pass over Henderson Field.

SANTA CRUZ October 26, 1942

The carrier LEXINGTON is under heavy attack from Japanese dive and torpedo bombers. Two hits have been scored already and the "Lady Lex" has slowed and is listing. Above you at 12,000 feet a VAL dive bomber is preparing to push over into dive. You must act quickly, this hit could be decisive.

GET YAMAMOTO April 18, 1943

American Intelligence has broken the Japanese code and learned that Admiral Yamamoto has scheduled an inspection visit to the island of Ballale, just within range of the P-38 Lightning with drop tanks. You have flown over six hundred miles. Ahead you spot the Admiral's plane. You must complete your mission quickly before his Zero escort drops down to intercept.

MARIANAS June 19, 1944

The last major carrier battle of the war. The Japanese launch massive air strikes against the American Task Force supporting the invasion of Saipan in the Marianas. You are flying a new F6F HellCat fighter, recently introduced as a replacement for the WildCat. As your second flight drops down to deal with a dive bomber squadron you engage the Zero escort.

LEYTE GULF October 24, 1944

The Japanese launch a desperate naval attack on the American fleet covering the Phillipines invasion. While the American carriers are drawn off to the North, the Japanese battleships slip through the Surigao Strait to attack the vulnerable transports. A group of planes is hastily pulled together and sent to slow the battleships. You are flying an old Devastator torpedo bomber. Your orders are to fly west (Course 270) to the Japanese fleet. Watch out for the Zeroes.

IWO JIMA February 24, 1945

The invasion of Iwo Jima threatens the Japanese mainland, putting the major Japanese cities within range of Super Fortress bombers. They respond by sending the best of their remaining pilots to oppose the invasion. You are cruising at 10,000 feet when you are attacked by a Japanese ace in a new Zero fighter.

KAMIKAZE March 3, 1945

The invasion of Iwo Jima also causes the Japanese to resort to kamikaze attacks: filling planes with bombs and explosives and diving into the American carriers. This tactic causes severe damage to the American Fleet. You are flying Combat Air Patrol when you are vectored to intercept a rapidly approaching kamikaze.

OKINAWA April 2, 1945

As the Americans invade the island of Okinawa, the Japanese intensify their night attacks on the fleet. You are flying a HellCat modified for night combat. Ahead you spot a Japanese night fighter.

BAKA

April 15, 1944

The Japanese continue their kamikaze attack by introducing the "Baka". A swift rocket powered bomb dropped from a bomber and flown to its target. In this final mission of the war, you must shoot down this dangerous weapon before it disables your carrier.

RESULTS

The object of the game is to accumulate five (5) victories and become an official "ACE". At the end of the game you will receive a ranking based on victories, time, damage and ammunition used. Rankings are Rookie, Wingman, Pilot, Ace and W.G.F.P (World's Greatest Fighter Pilot!).

There can be three results from a scenario: A VICTORY counts towards your total and allows you to continue to the next scenario, NO RESULT allows you to continue but does not contribute to your victory total, a LOSS ends the game. There are a number of ways in which a scenario may end:

1. You shoot down your opponent(s).
This always counts as a VICTORY.

2. The time limit expires or you fly out of range of your opponent.
In the MIDWAY and LEYTE GULF scenarios this counts as a victory. In the PEARL HARBOR, CORAL SEA, SANTA CRUZ, KAMIKAZE, and BAKA scenarios failing to complete your mission means your base is destroyed - you are captured after a forced landing. This counts as a LOSS. In all other scenarios this counts as NO RESULT.

3. You bail out of your plane successfully.
Press the trigger on joystick two to attempt to bail out. You have a better chance if your speed is low. The results are the same as 2. above except that you can not win the MIDWAY and LEYTE GULF scenarios.

4. You bail out and are captured.
This always counts as a LOSS.

5. You ditch your plane in the water.
You may ditch your plane by slowly and gently taking it to zero altitude. You will be picked up by a friendly submarine. Results are the same as 3.

6. You crash.
This always counts as a LOSS.

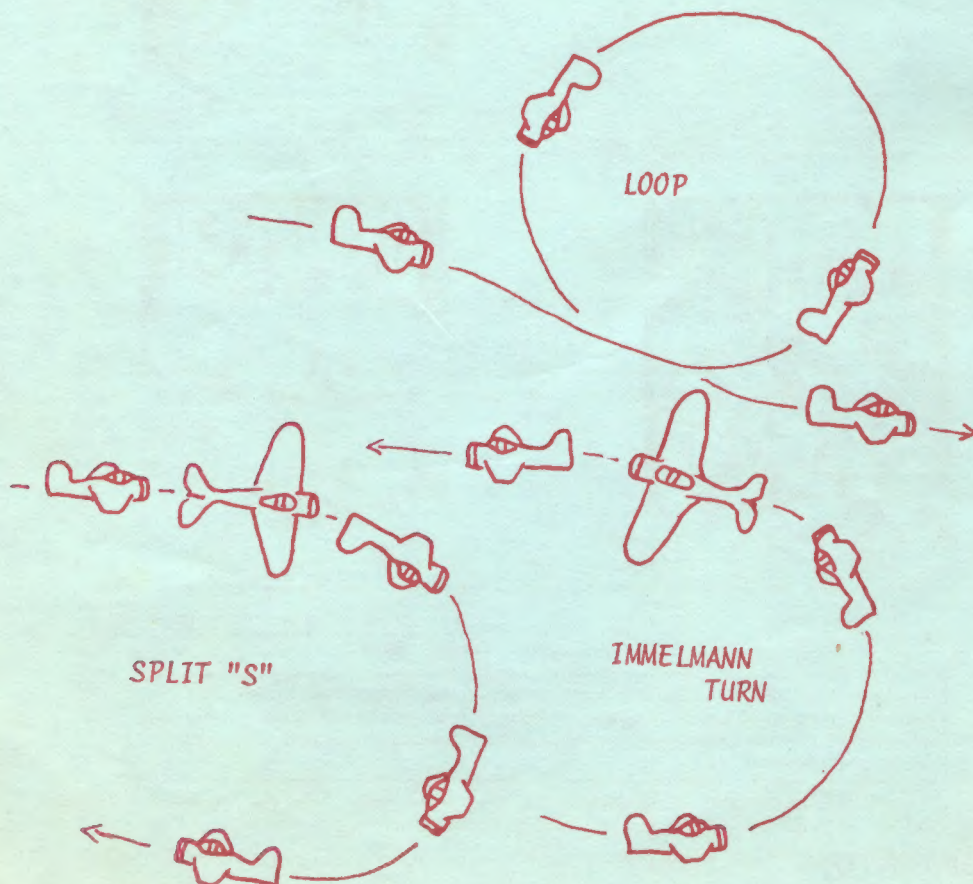
ADVANCED COMBAT AEROBATICS

Loop - Build up speed. Pull back on the stick. You will climb and roll onto your back. Keep the stick back as you begin to dive until the horizon reappears again. You will be flying level in the same direction in which you started. Used to get behind a plane close on your tail.

Split S - from level flight roll until you are flying inverted. Pull back on the stick until the horizon dissapears and appears again. Used to reverse direction quickly and lose altitude.

Immelmann Turn - Build up speed, then pull back on the stick until you have completed a half loop and are flying inverted. Now roll until you are level again. Used to reverse direction quickly while gaining altitude.

We hope you will enjoy this MicroProse game. Feel free to send us your comments on this game or suggestions for other games you would like to see. MicroProse is dedicated to providing you the most entertaining and challenging computer simulations available.



Experience the MicroProse Challenge !!!



Brief Blue 2, your computer wingman, on his mission and he will follow your instructions and lead into an air to air and air to ground battle against enemy territory... But, look out for Red Flight; they defend their territory and attack yours!... Scrolling, split screen challenge for 1-4 players... ATARI, 40K Disk or Cassette... \$34.95.



Fly combat in a three-dimensional aerial dogfight over the Pacific during WWII... Requires real fighter pilot skills and maneuvers to survive to become an Ace or a W.G.F.P.I... Try "SPITFIRE ACE" for aerial combat over Europe... 1-4 player combat... ATARI, 40K Disk or 32K Cassette... \$29.95.



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Pilot your nimble assault helicopter through the complex underground labyrinths. Destroy the enemy aircraft and defenses while you fight your way to rescue the captives trapped inside... Solo or team excitement for 1-8 players... ATARI, 32K Disk or Cassette... \$29.95.

MicroProse Software is dedicated to bringing you games that challenge you far beyond the first few plays. We promise you hours of excitement and pleasure. Our games are created using "MicroProse", our own proprietary assembly language gaming system, and are available at select computer stores.

If you can not find our games at your computer store, you can order by MasterCard or Visa, money order, COD or check. Add \$2.50 for postage and handling. MD residents add 5% sales tax. Call or write:

MicroProse Software 1 Caribou Court, Parkton, MD 21120, (301) 357-4739

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